Appendix A

System.NaturalLanguage

Language: (Show All)
See Also: (Select...)
Style: Traditional

Namespaces

Namespace
System.NaturalLanguage

System.NaturalLanguage
System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

Classes

Class	Description
BaseTime	The base type for classes that involve specifying time points
Context	The context object represents client supplied information that affects the analysis.
DefiniteAbsoluteTime	The type that models definite times, such as [12:45 pm] or [June, 1999]
FreeSegment	
LanguageCapabilities	
NowAbsoluteTime	The type that models the time of utterance.
OffsetRelativeTime	The type that models time offsets, such as [two weeks ago (from now)]
Segment	
Sentence	
TextChunk	
TimeLength	The type that models time lengths, such as [two weeks] or [5 hours, 2 minutes]
TimePoint	A time point expressed at some granularity (precision)
TimeRepresentation	The type used to normalize natural language time expressions

Structures

Structure	Description
LexicalIdentifier	The unique identifier of a lexicon entry in a given lexicon.
TextRange	The value of elements of type TypeRange

Enumerations

Enumeration	Description
Direction	The direction of a time offset
Era	Eras
HourQualifier	Qualifier for an hour value
Month	Months
PrimaryRangeType	The primary type a range is encodes the primary classification of the particular chunk of text.
RangeRole	The role a particular range of text plays in a larger enclosing text.

SecondaryRangeType	
TimeLengthQualifier	Qualifies TimeLengths
TimeUnit	Common time units.
Weekday	Weekdays

System.NaturalLanguage
BaseTime Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The base type for classes that involve specifying time points

For a list of all members of this type, see BaseTime Members.

System.Object
  System.NaturalLanguage.BaseTime

```
Public Class BaseTime
```

```
public class BaseTime
```

```
public __gc class BaseTime
```

```
public class BaseTime
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

BaseTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage BaseTime Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

BaseTime overview

Public Constructors

BaseTime	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Public Properties

IsAbsolute	Whether the object is absolute or relative.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

BaseTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
BaseTime Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public BaseTime();
```

```
public: BaseTime();
```

```
public function BaseTime();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

BaseTime Class | BaseTime Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage BaseTime Methods

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

BaseTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
BaseTime Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

IsAbsolute	Whether the object is absolute or relative.

See Also

BaseTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
IsAbsolute Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Whether the object is absolute or relative.

```
Public Property IsAbsolute() As Boolean
```

```
public bool IsAbsolute {get; set;}
```

```
public: __property bool get_IsAbsolute();
public: __property void set_IsAbsolute(
        bool value
);
```

```
public function get IsAbsolute() : Boolean;
public function set IsAbsolute(Boolean);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

BaseTime Class | BaseTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Context Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The context object represents client supplied information that affects the analysis.

For a list of all members of this type, see Context Members.

System.Object
System.NaturalLanguage.Context

```
Public Class Context
```

```
public class Context
```

```
public __gc class Context
```

```
public class Context
```

Remarks

The context object represents client supplied information that affects the analysis. analysis options whether to ignore case Number of Parses / sentence Others? Lexicons have language information associated with them and affect tokenization and named entity (NE) recognition The context object itself is language independent (although it holds references to language dependent lexicons and smart taggers). Once created and set up by the client, it is essentially read only during analysis. Several analyses on different threads can refer to a single context object. Some thread- safe caching may occur on the context object such as for lexicons.

Natural language processing requires context information for all input text, whether you are parsing a single sentence or handling an application-specific textual command. When you perform simple parsing, NLDP requires relatively simple settings such as the type of parse to be performed and the level of output detail. For command and control scenarios, context information expands to include the state of the application. For example, valid user input can change if a dialog box appears.

The **Context** interface provides the following features: Parse configuration, which specifies the number of input sentences, maximum number of parses returned, output sections, and other behavior of the **Parse** method. Restatement configuration, which controls the restatement options used by the **Restate** method. Lexicon management, which adds or removes custom lexicons from the context object and controls the usage priority of the lexicons. Named entity management, which controls named entity callbacks. For more information about each of these features, see the method descriptions listed below.

Remarks

Context Object. Manages processing configuration.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage Context Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

Context overview

Public Constructors

Context	

Public Methods

Equals (inherited from **Object**)	
GetCapabilitiesFor	Determine if a language is directly supported and then if true what capabilities the language implementation has.
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Public Properties

DefaultDialects	DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.
IsCheckingRepeatedWords	Marks most repeated words as errors (e.g., My dog dog has fleas)
IsComputingCompounds	Do compound analysis.
IsComputingInflections	Generates morphological inflectional forms of words in an LF graph.
IsComputingLemmas	Lemmas of each token
IsFindingDateTimeMeasures	Recognize single and multi-token date factoids.
IsFindingLocations	Recognize single and multi-token person factoids.
IsFindingOrganizations	Recognize single and multi-token person factoids.
IsFindingPersons	Recognize single and multi-token person factoids.
IsFindingPhrases	Make the primary break by phrases such as Verb Phases, Noun Phrases, etc.
IsShowingCharacterNormalizations	Output a normalized version of a token when appropriate.
IsShowingGaps	Output the white space tokens (we normally suppress them)
IsShowingWordNormalizations	Output a word normalized version of a token when appropriate.
IsSingleLanguage	Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.
IsSpellAlwaysSuggesting	Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly

IsSpellChecking	Checks for spelling and produces spelling suggestions.
IsSpellIgnoringAllUpperCase	Ignore input in all UPPER CASE.
IsSpellIgnoringWordsWithNumbers	Ignore input with mixed numbers (e.g. String14).
IsSpellPreReform	Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.
IsSpellRequiringAccentedCapitals	Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.
IsSpellStrict	Don't accept questionable words (vulgar, secondary spellings, and archaic)
Lexicons	Returns the lexicons on this context.
MaxSentences	Maximum number of sentences output from a TextChunk.
Properties	Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.
Version	Return Version Information in the form "x.x.xxxx.x"

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

Context Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Context Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public Context();
```

```
public: Context();
```

```
public function Context();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Context Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetCapabilitiesFor	Determine if a language is directly supported and then if true what capabilities the language implementation has.
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

Context Class | System.NaturalLanguage Namespace

System.NaturalLanguage
GetCapabilitiesFor Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

Determine if a language is directly supported and then if true what capabilities the language implementation has.

```
Public Function GetCapabilitiesFor( _
        ByVal cultureInfo As CultureInfo _
) As LanguageCapabilities
```

```
public LanguageCapabilities GetCapabilitiesFor(
        CultureInfo cultureInfo
);
```

```
public: LanguageCapabilities GetCapabilitiesFor(
        CultureInfo cultureInfo
);
```

```
public function GetCapabilitiesFor(
        cultureInfo : CultureInfo
) : LanguageCapabilities;
```

Parameters

cultureInfo

Remarks

Fetch language capabilities for a given language.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage Context Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

DefaultDialects	DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.
IsCheckingRepeatedWords	Marks most repeated words as errors (e.g., My dog dog has fleas)
IsComputingCompounds	Do compound analysis.
IsComputingInflections	Generates morphological inflectional forms of words in an LF graph.
IsComputingLemmas	Lemmas of each token
IsFindingDateTimeMeasures	Recognize single and multi-token date factoids.
IsFindingLocations	Recognize single and multi-token person factoids.
IsFindingOrganizations	Recognize single and multi-token person factoids.
IsFindingPersons	Recognize single and multi-token person factoids.
IsFindingPhrases	Make the primary break by phrases such as Verb Phases, Noun Phrases, etc.
IsShowingCharacterNormalizations	Output a normalized version of a token when appropriate.
IsShowingGaps	Output the white space tokens (we normally suppress them)
IsShowingWordNormalizations	Output a word normalized version of a token when appropriate.
IsSingleLanguage	Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.
IsSpellAlwaysSuggesting	Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly
IsSpellChecking	Checks for spelling and produces spelling suggestions.
IsSpellIgnoringAllUpperCase	Ignore input in all UPPER CASE.
IsSpellIgnoringWordsWithNumbers	Ignore input with mixed numbers (e.g. String14).
IsSpellPreReform	Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.
IsSpellRequiringAccentedCapitals	Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.

IsSpellStrict	Don't accept questionable words (vulgar, secondary spellings, and archaic)
Lexicons	Returns the lexicons on this context.
MaxSentences	Maximum number of sentences output from a TextChunk.
Properties	Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.
Version	Return Version Information in the form "x.x.xxxx.x"

See Also

Context Class | System.NaturalLanguage Namespace

System.NaturalLanguage
DefaultDialects Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.

```
Public Property DefaultDialects() As IList
```

```
public IList DefaultDialects {get; set;}
```

```
public: __property IList get_DefaultDialects();
public: __property void set_DefaultDialects(
        IList value
);
```

```
public function get DefaultDialects() : IList;
public function set DefaultDialects(IList);
```

Property Value

DefaultDialects is a collection of CultureInfos that affect the behaviour of Language Identification. In general, Language Identification only determines the primary language of a Sentence or TextChunk - not the dialect. To determine the dialect, we go through this collection looking for a matching language. If we find one, we assume the input is the matching dialect. Otherwise, we assign the default dialect for the language. We automatically add the current system default to the end of this list.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsCheckingRepeatedWords Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Marks most repeated words as errors (e.g., My dog dog has fleas)

```
Public Property IsCheckingRepeatedWords() As Boolean
```

```
public bool IsCheckingRepeatedWords {get; set;}
```

```
public: __property bool get_IsCheckingRepeatedWords();
public: __property void set_IsCheckingRepeatedWords(
         bool value
);
```

```
public function get IsCheckingRepeatedWords() : Boolean;
public function set IsCheckingRepeatedWords(Boolean);
```

Property Value

Marks most repeated words as errors (e.g., My dog dog has fleas)

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsComputingCompounds Property

Do compound analysis.

```
Public Property IsComputingCompounds() As Boolean
```

```
public bool IsComputingCompounds {get; set;}
```

```
public: __property bool get_IsComputingCompounds();
public: __property void set_IsComputingCompounds(
         bool value
);
```

```
public function get IsComputingCompounds() : Boolean;
public function set IsComputingCompounds(Boolean);
```

Property Value

Do compound analysis.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsComputingInflections Property

Generates morphological inflectional forms of words in an LF graph.

```
Public Property IsComputingInflections() As Boolean
```

```
public bool IsComputingInflections {get; set;}
```

```
public: __property bool get_IsComputingInflections();
public: __property void set_IsComputingInflections(
         bool value
);
```

```
public function get IsComputingInflections() : Boolean;
public function set IsComputingInflections(Boolean);
```

Property Value

Generates morphological inflectional forms of words in an LF graph.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsComputingLemmas Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Lemmas of each token

```
Public Property IsComputingLemmas() As Boolean
```

```
public bool IsComputingLemmas {get; set;}
```

```
public: __property bool get_IsComputingLemmas();
public: __property void set_IsComputingLemmas(
         bool value
);
```

```
public function get IsComputingLemmas() : Boolean;
public function set IsComputingLemmas(Boolean);
```

Property Value

Lemmas of each token

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsFindingDateTimeMeasures Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Recognize single and multi-token date factoids.

```
Public Property IsFindingDateTimeMeasures() As Boolean
```

```
public bool IsFindingDateTimeMeasures {get; set;}
```

```
public: __property bool get_IsFindingDateTimeMeasures();
public: __property void set_IsFindingDateTimeMeasures(
         bool value
);
```

```
public function get IsFindingDateTimeMeasures() : Boolean;
public function set IsFindingDateTimeMeasures(Boolean);
```

Property Value

Recognize single and multi-token date factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsFindingLocations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Recognize single and multi-token person factoids.

```
Public Property IsFindingLocations() As Boolean
```

```
public bool IsFindingLocations {get; set;}
```

```
public: __property bool get_IsFindingLocations();
public: __property void set_IsFindingLocations(
        bool value
);
```

```
public function get IsFindingLocations() : Boolean;
public function set IsFindingLocations(Boolean);
```

Property Value

Recognize single and multi-token person factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsFindingOrganizations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Recognize single and multi-token person factoids.

```
Public Property IsFindingOrganizations() As Boolean
```

```
public bool IsFindingOrganizations {get; set;}
```

```
public: __property bool get_IsFindingOrganizations();
public: __property void set_IsFindingOrganizations(
        bool value
);
```

```
public function get IsFindingOrganizations() : Boolean;
public function set IsFindingOrganizations(Boolean);
```

Property Value

Recognize single and multi-token person factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
IsFindingPersons Property

Recognize single and multi-token person factoids.

```
Public Property IsFindingPersons() As Boolean
```

```
public bool IsFindingPersons {get; set;}
```

```
public: __property bool get_IsFindingPersons();
public: __property void set_IsFindingPersons(
        bool value
);
```

```
public function get IsFindingPersons() : Boolean;
public function set IsFindingPersons(Boolean);
```

Property Value

Recognize single and multi-token person factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsFindingPhrases Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Make the primary break by phrases such as Verb Phases, Noun Phrases, etc.

```
Public Property IsFindingPhrases() As Boolean
```

```
public bool IsFindingPhrases {get; set;}
```

```
public: __property bool get_IsFindingPhrases();
public: __property void set_IsFindingPhrases(
         bool value
);
```

```
public function get IsFindingPhrases() : Boolean;
public function set IsFindingPhrases(Boolean);
```

Property Value

Make the primary break by phrases such as Verb Phases, Noun Phrases, etc.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsShowingCharacterNormalizations Property

Output a normalized version of a token when appropriate.

```
Public Property IsShowingCharacterNormalizations() As Boolean
```

```
public bool IsShowingCharacterNormalizations {get; set;}
```

```
public: __property bool get_IsShowingCharacterNormalizations();
public: __property void set_IsShowingCharacterNormalizations(
        bool value
);
```

```
public function get IsShowingCharacterNormalizations() : Boolean;
public function set IsShowingCharacterNormalizations(Boolean);
```

Property Value

Output a normalized version of a token when appropriate.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsShowingGaps Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Output the white space tokens (we normally suppress them)

```
Public Property IsShowingGaps() As Boolean
```

```
public bool IsShowingGaps {get; set;}
```

```
public: __property bool get_IsShowingGaps();
public: __property void set_IsShowingGaps(
        bool value
);
```

```
public function get IsShowingGaps() : Boolean;
public function set IsShowingGaps(Boolean);
```

Property Value

Output the white space tokens (we normally suppress them)

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsShowingWordNormalizations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Output a word normalized version of a token when appropriate.

```
Public Property IsShowingWordNormalizations() As Boolean
```

```
public bool IsShowingWordNormalizations {get; set;}
```

```
public: __property bool get_IsShowingWordNormalizations();
public: __property void set_IsShowingWordNormalizations(
         bool value
);
```

```
public function get IsShowingWordNormalizations() : Boolean;
public function set IsShowingWordNormalizations(Boolean);
```

Property Value

Output a word normalized version of a token when appropriate.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsSingleLanguage Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.

```
Public Property IsSingleLanguage() As Boolean
```

```
public bool IsSingleLanguage {get; set;}
```

```
public: __property bool get_IsSingleLanguage();
public: __property void set_IsSingleLanguage(
        bool value
);
```

```
public function get IsSingleLanguage() : Boolean;
public function set IsSingleLanguage(Boolean);
```

Property Value

Assume that the entire TextChunk is a single language instead of determining the language sentence by sentence.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsSpellAlwaysSuggesting Property

Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly

```
Public Property IsSpellAlwaysSuggesting() As Boolean
```

```
public bool IsSpellAlwaysSuggesting {get; set;}
```

```
public: __property bool get_IsSpellAlwaysSuggesting();
public: __property void set_IsSpellAlwaysSuggesting(
         bool value
);
```

```
public function get IsSpellAlwaysSuggesting() : Boolean;
public function set IsSpellAlwaysSuggesting(Boolean);
```

Property Value

Always search for nearby spelling suggestions - regardless of whether the input is spelled correctly

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
IsSpellChecking Property

Checks for spelling and produces spelling suggestions.

```
Public Property IsSpellChecking() As Boolean
```

```
public bool IsSpellChecking {get; set;}
```

```
public: __property bool get_IsSpellChecking();
public: __property void set_IsSpellChecking(
         bool value
);
```

```
public function get IsSpellChecking() : Boolean;
public function set IsSpellChecking(Boolean);
```

Property Value

Checks for spelling and produces spelling suggestions.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsSpellIgnoringAllUpperCase Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Ignore input in all UPPER CASE.

```
Public Property IsSpellIgnoringAllUpperCase() As Boolean
```

```
public bool IsSpellIgnoringAllUpperCase {get; set;}
```

```
public: __property bool get_IsSpellIgnoringAllUpperCase();
public: __property void set_IsSpellIgnoringAllUpperCase(
         bool value
);
```

```
public function get IsSpellIgnoringAllUpperCase() : Boolean;
public function set IsSpellIgnoringAllUpperCase(Boolean);
```

Property Value

Ignore input in all UPPER CASE.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsSpellIgnoringWordsWithNumbers Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Ignore input with mixed numbers (e.g. String14).

```
Public Property IsSpellIgnoringWordsWithNumbers() As Boolean
```

```
public bool IsSpellIgnoringWordsWithNumbers {get; set;}
```

```
public: __property bool get_IsSpellIgnoringWordsWithNumbers();
public: __property void set_IsSpellIgnoringWordsWithNumbers(
         bool value
);
```

```
public function get IsSpellIgnoringWordsWithNumbers() : Boolean;
public function set IsSpellIgnoringWordsWithNumbers(Boolean);
```

Property Value

Ignore input with mixed numbers (e.g. String14).

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
IsSpellPreReform Property

Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.

```
Public Property IsSpellPreReform() As Boolean
```

```
public bool IsSpellPreReform {get; set;}
```

```
public: __property bool get_IsSpellPreReform();
public: __property void set_IsSpellPreReform(
        bool value
);
```

```
public function get IsSpellPreReform() : Boolean;
public function set IsSpellPreReform(Boolean);
```

Property Value

Some Languages (German) have pursued spelling reform and the pre and post reform spellings are sufficiently different that we make a distinction while spelling. This property specifies to use the pre-reform spelling instead of the post-reform spelling.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsSpellRequiringAccentedCapitals Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.

```
Public Property IsSpellRequiringAccentedCapitals() As Boolean
```

```
public bool IsSpellRequiringAccentedCapitals {get; set;}
```

```
public: __property bool get_IsSpellRequiringAccentedCapitals();
public: __property void set_IsSpellRequiringAccentedCapitals(
        bool value
);
```

```
public function get IsSpellRequiringAccentedCapitals() : Boolean;
public function set IsSpellRequiringAccentedCapitals(Boolean);
```

Property Value

Some Languages require accents on capital letters (Spanish, Canadian French). For some languages (European French), the accents on capital letters are optional. If this property is true the accents on capitals are required regardless of the language.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsSpellStrict Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Don't accept questionable words (vulgar, secondary spellings, and archaic)

```
Public Property IsSpellStrict() As Boolean
```

```
public bool IsSpellStrict {get; set;}
```

```
public: __property bool get_IsSpellStrict();
public: __property void set_IsSpellStrict(
         bool value
);
```

```
public function get IsSpellStrict() : Boolean;
public function set IsSpellStrict(Boolean);
```

Property Value

Don't accept questionable words (vulgar, secondary spellings, and archaic)

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Lexicons Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Returns the lexicons on this context.

```
Public Property Lexicons() As IList
```

```
public IList Lexicons {get; set;}
```

```
public: __property IList get_Lexicons();
public: __property void set_Lexicons(
        IList value
);
```

```
public function get Lexicons() : IList;
public function set Lexicons(IList);
```

Property Value

Returns the lexicons on this context.

Remarks

Retrieves the list of lexicons on this context.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
MaxSentences Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Maximum number of sentences output from a TextChunk.

```
Public Property MaxSentences() As Integer
```

```
public int MaxSentences {get; set;}
```

```
public: __property int get_MaxSentences();
public: __property void set_MaxSentences(
        int value
);
```

```
public function get MaxSentences() : int;
public function set MaxSentences(int);
```

Property Value

Maximum number of sentences output from a TextChunk.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage Properties Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.

```
Public Property Properties() As IDictionary
```

```
public IDictionary Properties {get; set;}
```

```
public: __property IDictionary get_Properties();
public: __property void set_Properties(
        IDictionary value
);
```

```
public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

Gets/sets the extended properties for this context. Extended properties can be used to pass optional parameters/information for use during processing.

Remarks

Gets/sets the extended properties for this context.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Version Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Return Version Information in the form "x.x.xxxx.x"

```
Public Shared ReadOnly Property Version() As Version
```

```
public static Version Version {get;}
```

```
public: __property static Version get_Version();
```

```
public static function get Version() : Version;
```

Property Value

Return Version Information in the form "x.x.xxxx.x"

Remarks

Returns Version Information

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Context Class | Context Members | System.NaturalLanguage Namespace

System.NaturalLanguage
DefiniteAbsoluteTime Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The type that models definite times, such as [12:45 pm] or [June, 1999]

For a list of all members of this type, see DefiniteAbsoluteTime Members.

System.Object
  System.NaturalLanguage.DefiniteAbsoluteTime

```
Public Class DefiniteAbsoluteTime
```

```
public class DefiniteAbsoluteTime
```

```
public __gc class DefiniteAbsoluteTime
```

```
public class DefiniteAbsoluteTime
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

DefiniteAbsoluteTime overview

Public Constructors

DefiniteAbsoluteTime	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

DefiniteAbsoluteTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public DefiniteAbsoluteTime();
```

```
public: DefiniteAbsoluteTime();
```

```
public function DefiniteAbsoluteTime();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

DefiniteAbsoluteTime Class | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage ToString Method

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year

See Also

DefiniteAbsoluteTime Class | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Day Property

The day

```
Public Property Day() As Integer
```

```
public int Day {get; set;}
```

```
public: __property int get_Day();
public: __property void set_Day(
         int value
);
```

```
public function get Day() : int;
public function set Day(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Era Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The era

```
Public Property Era() As Era
```

```
public Era Era {get; set;}
```

```
public: __property Era get_Era();
public: __property void set_Era(
        Era value
);
```

```
public function get Era() : Era;
public function set Era(Era);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Hour Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The hour

```
Public Property Hour() As Integer
```

```
public int Hour {get; set;}
```

```
public: __property int get_Hour();
public: __property void set_Hour(
        int value
);
```

```
public function get Hour() : int;
public function set Hour(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The type that models definite times, such as [12:45 pm] or [June, 1999]

For a list of all members of this type, see DefiniteAbsoluteTime Members.

System.Object
System.NaturalLanguage.DefiniteAbsoluteTime

```
Public Class DefiniteAbsoluteTime
```

```
public class DefiniteAbsoluteTime
```

```
public __gc class DefiniteAbsoluteTime
```

```
public class DefiniteAbsoluteTime
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

DefiniteAbsoluteTime overview

Public Constructors

DefiniteAbsoluteTime	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

DefiniteAbsoluteTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
DefiniteAbsoluteTime Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public DefiniteAbsoluteTime();
```

```
public: DefiniteAbsoluteTime();
```

```
public function DefiniteAbsoluteTime();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

DefiniteAbsoluteTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage DefiniteAbsoluteTime Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Day	The day
Era	The era
Hour	The hour
HourQualifier	AM, PM or 24-hour time
Minute	The minute
Month	The month
Second	The second
Week	The week
Weekday	The weekday
Year	The year

See Also

DefiniteAbsoluteTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Day Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The day

```
Public Property Day() As Integer
```

```
public int Day {get; set;}
```

```
public: __property int get_Day();
public: __property void set_Day(
         int value
);
```

```
public function get Day() : int;
public function set Day(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Era Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The era

```
Public Property Era() As Era
```

```
public Era Era {get; set;}
```

```
public: __property Era get_Era();
public: __property void set_Era(
         Era value
);
```

```
public function get Era() : Era;
public function set Era(Era);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Hour Property

Language: (Show All)
Sée Also: (Select...)
Style: Traditional

The hour

```
Public Property Hour() As Integer
```

```
public int Hour {get; set;}
```

```
public: __property int get_Hour();
public: __property void set_Hour(
         int value
);
```

```
public function get Hour() : int;
public function set Hour(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
HourQualifier Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

AM, PM or 24-hour time

```
Public Property HourQualifier() As HourQualifier
```

```
public HourQualifier HourQualifier {get; set;}
```

```
public: __property HourQualifier get_HourQualifier();
public: __property void set_HourQualifier(
        HourQualifier value
);
```

```
public function get HourQualifier() : HourQualifier;
public function set HourQualifier(HourQualifier);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Minute Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The minute

```
Public Property Minute() As Integer
```

```
public int Minute {get; set;}
```

```
public: __property int get_Minute();
public: __property void set_Minute(
        int value
);
```

```
public function get Minute() : int;
public function set Minute(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Month Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The month

```
Public Property Month() As Month
```

```
public Month Month {get; set;}
```

```
public: __property Month get_Month();
public: __property void set_Month(
         Month value
);
```

```
public function get Month() : Month;
public function set Month(Month);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Second Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The second

```
Public Property Second() As Integer
```

```
public int Second {get; set;}
```

```
public: __property int get_Second();
public: __property void set_Second(
        int value
);
```

```
public function get Second() : int;
public function set Second(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Week Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The week

```
Public Property Week() As Integer
```

```
public int Week {get; set;}
```

```
public: __property int get_Week();
public: __property void set_Week(
        int value
);
```

```
public function get Week() : int;
public function set Week(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Weekday Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The weekday

```
Public Property Weekday() As Weekday
```

```
public Weekday Weekday {get; set;}
```

```
public: __property Weekday get_Weekday();
public: __property void set_Weekday(
         Weekday value
);
```

```
public function get Weekday() : Weekday;
public function set Weekday(Weekday);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Year Property

The year

```
Public Property Year() As Integer
```

```
public int Year {get; set;}
```

```
public: __property int get_Year();
public: __property void set_Year(
        int value
);
```

```
public function get Year() : int;
public function set Year(int);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

DefiniteAbsoluteTime Class | DefiniteAbsoluteTime Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage Direction Enumeration

The direction of a time offset

```
Public Enum Direction
```

```
public enum Direction
```

```
__value public enum Direction
```

```
public enum Direction
```

Members

Member name	Description
Backwards	Backwards (negative offset)
Forwards	Forwards (positive offset)
Unspecified	Unspecified

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

System.NaturalLanguage
Era Enumeration

Language: (Show All)
See Also: (Select...)
Style: Traditional

Eras

```
Public Enum Era
```

```
public enum Era
```

```
__value public enum Era
```

```
public enum Era
```

Members

Member name	Description
BCE	Before Current Era
CE	Current Era
Heisei	Heisei Era (Japanese)
Meiji	Meiji Era (Japanese)
None	None
Showa	Showa Era (Japanese)
Taisho	Taisho Era (Japanese)

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage FreeSegment Class

For a list of all members of this type, see FreeSegment Members.

System.Object
System.NaturalLanguage.FreeSegment

```
Public Class FreeSegment
```

```
public class FreeSegment
```

```
public __gc class FreeSegment
```

```
public class FreeSegment
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

FreeSegment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
FreeSegment Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

FreeSegment overview

Public Constructors

FreeSegment	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

FreeSegment Class | System.NaturalLanguage Namespace

System.NaturalLanguage
FreeSegment Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public FreeSegment();
```

```
public: FreeSegment();
```

```
public function FreeSegment();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

FreeSegment Class | FreeSegment Members | System.NaturalLanguage Namespace

System.NaturalLanguage FreeSegment Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

FreeSegment Class | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
HourQualifier Enumeration

Qualifier for an hour value

```
Public Enum HourQualifier
```

```
public enum HourQualifier
```

```
__value public enum HourQualifier
```

```
public enum HourQualifier
```

Members

Member name	Description
AM	Ante Meridian
None	None
PM	Post Meridian
TwentyFourHour	24-hour (military) time

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

System.NaturalLanguage
LanguageCapabilities Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

For a list of all members of this type, see LanguageCapabilities Members.

System.Object
  System.NaturalLanguage.LanguageCapabilities

```
Public Class LanguageCapabilities
```

```
public class LanguageCapabilities
```

```
public __gc class LanguageCapabilities
```

```
public class LanguageCapabilities
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage LanguageCapabilities Members

LanguageCapabilities overview

Public Constructors

LanguageCapabilities	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Public Properties

Language	The language this set of capabilities describes.
NotSupported	This language is not supported.
SupportsCharacterNormalizations	Supports language specific character normalizations.
SupportsChunks	Supports the output of chunk parsing.
SupportsCompounding	Can perform compound analysis.
SupportsDateTimeMeasureNamedEntities	Supports the recognition of single and multi-token date factoids.
SupportsInflections	Supports the output of morphological inflectional forms of words.
SupportsLemmas	Supports lemmas.
SupportsLocationNamedEntities	Supports the recognition of single and multi-token location factoids.
SupportsOrganizationNamedEntities	Supports the recognition of single and multi-token organization factoids.
SupportsPersonNamedEntities	Supports the recognition of single and multi-token person factoids.
SupportsSpellChecking	Supports spell checking.
SupportsWordNormalizations	Supports the output language specific word normalized versions of a token when appropriate.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

LanguageCapabilities Class | System.NaturalLanguage Namespace

System.NaturalLanguage
LanguageCapabilities Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public LanguageCapabilities();
```

```
public: LanguageCapabilities();
```

```
public function LanguageCapabilities();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage LanguageCapabilities Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString (inherited from **Object**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

LanguageCapabilities Class | System.NaturalLanguage Namespace

System.NaturalLanguage
LanguageCapabilities Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Language	The language this set of capabilities describes.
NotSupported	This language is not supported.
SupportsCharacterNormalizations	Supports language specific character normalizations.
SupportsChunks	Supports the output of chunk parsing.
SupportsCompounding	Can perform compound analysis.
SupportsDateTimeMeasureNamedEntities	Supports the recognition of single and multi-token date factoids.
SupportsInflections	Supports the output of morphological inflectional forms of words.
SupportsLemmas	Supports lemmas.
SupportsLocationNamedEntities	Supports the recognition of single and multi-token location factoids.
SupportsOrganizationNamedEntities	Supports the recognition of single and multi-token organization factoids.
SupportsPersonNamedEntities	Supports the recognition of single and multi-token person factoids.
SupportsSpellChecking	Supports spell checking.
SupportsWordNormalizations	Supports the output language specific word normalized versions of a token when appropriate.

See Also

LanguageCapabilities Class | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage Language Property

The language this set of capabilities describes.

```
Public ReadOnly Property Language() As CultureInfo
```

```
public CultureInfo Language {get;}
```

```
public: __property CultureInfo get_Language();
```

```
public function get Language() : CultureInfo;
```

Property Value

The language this set of capabilities describes.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage NotSupported Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

This language is not supported.

```
Public ReadOnly Property NotSupported() As Boolean
```

```
public bool NotSupported {get;}
```

```
public: __property bool get_NotSupported();
```

```
public function get NotSupported() : Boolean;
```

Property Value

This language is not supported.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsCharacterNormalizations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports language specific character normalizations.

```
Public ReadOnly Property SupportsCharacterNormalizations() As Boolean
```

```
public bool SupportsCharacterNormalizations {get;}
```

```
public: __property bool get_SupportsCharacterNormalizations();
```

```
public function get SupportsCharacterNormalizations() : Boolean;
```

Property Value

Supports language specific character normalizations.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage
SupportsChunks Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the output of chunk parsing.

```
Public ReadOnly Property SupportsChunks() As Boolean
```

```
public bool SupportsChunks {get;}
```

```
public: __property bool get_SupportsChunks();
```

```
public function get SupportsChunks() : Boolean;
```

Property Value

Supports the output of chunk parsing.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsCompounding Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Can perform compound analysis.

```
Public ReadOnly Property SupportsCompounding() As Boolean
```

```
public bool SupportsCompounding {get;}
```

```
public: __property bool get_SupportsCompounding();
```

```
public function get SupportsCompounding() : Boolean;
```

Property Value

Can perform compound analysis.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsDateTimeMeasureNamedEntities Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the recognition of single and multi-token date factoids.

```
Public ReadOnly Property SupportsDateTimeMeasureNamedEntities() As Boolean
```

```
public bool SupportsDateTimeMeasureNamedEntities {get;}
```

```
public: __property bool get_SupportsDateTimeMeasureNamedEntities();
```

```
public function get SupportsDateTimeMeasureNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token date factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsInflections Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the output of morphological inflectional forms of words.

```
Public ReadOnly Property SupportsInflections() As Boolean
```

```
public bool SupportsInflections {get;}
```

```
public: __property bool get_SupportsInflections();
```

```
public function get SupportsInflections() : Boolean;
```

Property Value

Supports the output of morphological inflectional forms of words.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage
SupportsLemmas Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports lemmas.

```
Public ReadOnly Property SupportsLemmas() As Boolean
```

```
public bool SupportsLemmas {get;}
```

```
public: __property bool get_SupportsLemmas();
```

```
public function get SupportsLemmas() : Boolean;
```

Property Value

Supports lemmas.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage
SupportsLocationNamedEntities Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the recognition of single and multi-token location factoids.

```
Public ReadOnly Property SupportsLocationNamedEntities() As Boolean
```

```
public bool SupportsLocationNamedEntities {get;}
```

```
public: __property bool get_SupportsLocationNamedEntities();
```

```
public function get SupportsLocationNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token location factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsOrganizationNamedEntities Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the recognition of single and multi-token organization factoids.

```
Public ReadOnly Property SupportsOrganizationNamedEntities() As Boolean
```

```
public bool SupportsOrganizationNamedEntities {get;}
```

```
public: __property bool get_SupportsOrganizationNamedEntities();
```

```
public function get SupportsOrganizationNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token organization factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsPersonNamedEntities Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the recognition of single and multi-token person factoids.

```
Public ReadOnly Property SupportsPersonNamedEntities() As Boolean
```

```
public bool SupportsPersonNamedEntities {get;}
```

```
public: __property bool get_SupportsPersonNamedEntities();
```

```
public function get SupportsPersonNamedEntities() : Boolean;
```

Property Value

Supports the recognition of single and multi-token person factoids.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsSpellChecking Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports spell checking.

```
Public ReadOnly Property SupportsSpellChecking() As Boolean
```

```
public bool SupportsSpellChecking {get;}
```

```
public: __property bool get_SupportsSpellChecking();
```

```
public function get SupportsSpellChecking() : Boolean;
```

Property Value

Supports spell checking.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

System.NaturalLanguage SupportsWordNormalizations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Supports the output language specific word normalized versions of a token when appropriate.

```
Public ReadOnly Property SupportsWordNormalizations() As Boolean
```

```
public bool SupportsWordNormalizations {get;}
```

```
public: __property bool get_SupportsWordNormalizations();
```

```
public function get SupportsWordNormalizations() : Boolean;
```

Property Value

Supports the output language specific word normalized versions of a token when appropriate.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LanguageCapabilities Class | LanguageCapabilities Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
LexicalIdentifier Structure

The unique identifier of a lexicon entry in a given lexicon.

For a list of all members of this type, see LexicalIdentifier Members.

```
Public Structure LexicalIdentifier
```

```
public struct LexicalIdentifier
```

```
public __value struct LexicalIdentifier
```

```
In JScript, you can use the structures in the .NET Framework, but you cannot define your own.
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LexicalIdentifier Members | System.NaturalLanguage Namespace

System.NaturalLanguage
LexicalIdentifier Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

LexicalIdentifier overview

Public Methods

Equals (inherited from **ValueType**)	
GetHashCode (inherited from **ValueType**)	
GetType (inherited from **Object**)	
IsUnfound	Calling this method returns the whether or not this LexicalIdentifier repesents an unfound term. This occurs when the LexicalIdentifier represents either a string that was not in any lexicon, or that the Segment object was not lexical in origin (i.e. it was recognized in different way).
ToString (inherited from **ValueType**)	

Public Properties

Identifier	The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identiers in the set of lexicons in the Context object.
LexiconIndex	
SerialNumber	The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

LexicalIdentifier Structure | System.NaturalLanguage Namespace

System.NaturalLanguage
LexicalIdentifier Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **ValueType**)	
GetHashCode (inherited from **ValueType**)	
GetType (inherited from **Object**)	
IsUnfound	Calling this method returns the whether or not this LexicalIdentifier repesents an unfound term. This occurs when the LexicalIdentifier represents either a string that was not in any lexicon, or that the Segment object was not lexical in origin (i.e. it was recognized in different way).
ToString (inherited from **ValueType**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

LexicalIdentifier Structure | System.NaturalLanguage Namespace

System.NaturalLanguage
IsUnfound Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

Calling this method returns the whether or not this LexicalIdentifier repesents an unfound term. This occurs when the LexicalIdentifier represents either a string that was not in any lexicon, or that the Segment object was not lexical in origin (i.e. it was recognized in different way).

```
Public Function IsUnfound() As Boolean
```

```
public bool IsUnfound();
```

```
public: bool IsUnfound();
```

```
public function IsUnfound() : Boolean;
```

Remarks

Return whether or not this LexicalIdentifier repesents an unfound term.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LexicalIdentifier Structure | LexicalIdentifier Members | System.NaturalLanguage Namespace

System.NaturalLanguage
LexicalIdentifier Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Identifier	The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identiers in the set of lexicons in the Context object.
LexiconIndex	
SerialNumber	The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).

See Also

LexicalIdentifier Structure | System.NaturalLanguage Namespace

System.NaturalLanguage
Identifier Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identiers in the set of lexicons in the Context object.

```
Public ReadOnly Property Identifier() As Integer
```

```
public int Identifier {get;}
```

```
public: __property int get_Identifier();
```

```
public function get Identifier() : int;
```

Property Value

The unique identifier of the lexical form, i.e. the basic identifier with the lexicon index. This value is guaranteed unique with respect to any lexical identiers in the set of lexicons in the Context object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LexicalIdentifier Structure | LexicalIdentifier Members | System.NaturalLanguage Namespace

System.NaturalLanguage
LexiconIndex Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public ReadOnly Property LexiconIndex() As Integer
```

```
public int LexiconIndex {get;}
```

```
public: __property int get_LexiconIndex();
```

```
public function get LexiconIndex() : int;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LexicalIdentifier Structure | LexicalIdentifier Members | System.NaturalLanguage Namespace

System.NaturalLanguage
SerialNumber Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).

```
Public ReadOnly Property SerialNumber() As Integer
```

```
public int SerialNumber {get;}
```

```
public: __property int get_SerialNumber();
```

```
public function get SerialNumber() : int;
```

Property Value

The identifier of the lexical form. The identifier is only unique within the set of terms from the same lexicon (akin to a serial number).

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

LexicalIdentifier Structure | LexicalIdentifier Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Month Enumeration

Language: (Show All)
See Also: (Select...)
Style: Traditional

Months

```
Public Enum Month
```

```
public enum Month
```

```
__value public enum Month
```

```
public enum Month
```

Members

Member name	Description
April	April
August	August
December	December
February	February
January	January
July	July
June	June
March	March
May	May
None	None
November	November
October	October
September	September

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

System.NaturalLanguage
NowAbsoluteTime Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The type that models the time of utterance.

For a list of all members of this type, see NowAbsoluteTime Members.

System.Object
  System.NaturalLanguage.NowAbsoluteTime

```
Public Class NowAbsoluteTime
```

```
public class NowAbsoluteTime
```

```
public __gc class NowAbsoluteTime
```

```
public class NowAbsoluteTime
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

NowAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
NowAbsoluteTime Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

NowAbsoluteTime overview

Public Constructors

NowAbsoluteTime	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

NowAbsoluteTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
NowAbsoluteTime Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public NowAbsoluteTime();
```

```
public: NowAbsoluteTime();
```

```
public function NowAbsoluteTime();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

NowAbsoluteTime Class | NowAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
NowAbsoluteTime Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

NowAbsoluteTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

NowAbsoluteTime Class | NowAbsoluteTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
OffsetRelativeTime Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The type that models time offsets, such as [two weeks ago (from now)]

For a list of all members of this type, see OffsetRelativeTime Members.

System.Object
  System.NaturalLanguage.OffsetRelativeTime

```
Public Class OffsetRelativeTime
```

```
public class OffsetRelativeTime
```

```
public __gc class OffsetRelativeTime
```

```
public class OffsetRelativeTime
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

OffsetRelativeTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
OffsetRelativeTime Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

OffsetRelativeTime overview

Public Constructors

OffsetRelativeTime	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Direction	The direction of the offset.
Offset	The amount of the offset.
OffsetFrom	The BaseTime from which the offset is calculated.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

OffsetRelativeTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
OffsetRelativeTime Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public OffsetRelativeTime();
```

```
public: OffsetRelativeTime();
```

```
public function OffsetRelativeTime();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

OffsetRelativeTime Class | OffsetRelativeTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
OffsetRelativeTime Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

OffsetRelativeTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

OffsetRelativeTime Class | OffsetRelativeTime Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage OffsetRelativeTime Properties

Public Properties

Direction	The direction of the offset.
Offset	The amount of the offset.
OffsetFrom	The BaseTime from which the offset is calculated.

See Also

OffsetRelativeTime Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Direction Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The direction of the offset.

```
Public Property Direction() As Direction
```

```
public Direction Direction {get; set;}
```

```
public: __property Direction get_Direction();
public: __property void set_Direction(
        Direction value
);
```

```
public function get Direction() : Direction;
public function set Direction(Direction);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

OffsetRelativeTime Class | OffsetRelativeTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Offset Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The amount of the offset.

```
Public Property Offset() As TimeLength
```

```
public TimeLength Offset {get; set;}
```

```
public: __property TimeLength get_Offset();
public: __property void set_Offset(
        TimeLength value
);
```

```
public function get Offset() : TimeLength;
public function set Offset(TimeLength);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

OffsetRelativeTime Class | OffsetRelativeTime Members | System.NaturalLanguage Namespace

System.NaturalLanguage
OffsetFrom Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The BaseTime from which the offset is calculated.

```
Public Property OffsetFrom() As BaseTime
```

```
public BaseTime OffsetFrom {get; set;}
```

```
public: __property BaseTime get_OffsetFrom();
public: __property void set_OffsetFrom(
        BaseTime value
);
```

```
public function get OffsetFrom() : BaseTime;
public function set OffsetFrom(BaseTime);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

OffsetRelativeTime Class | OffsetRelativeTime Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
PrimaryRangeType Enumeration

The primary type a range is encodes the primary classification of the particular chunk of text.

```
Public Enum PrimaryRangeType
```

```
public enum PrimaryRangeType
```

```
__value public enum PrimaryRangeType
```

```
public enum PrimaryRangeType
```

Remarks

The primary type a particular range of text is.

Members

Member name	Description
Date	is a Date
ForeignScript	is a ForeignScript
Head	is a phrasal head
LocationName	is a LocationName
Measure	is a Measure
Modifier	is a phrasal modifier
None	No primary type
NounPhrase	is a Noun Phrase
Number	is a Number
Operator	is a phrasal modifier
OrganizationName	is a OrganizationName
PersonName	is a PersonName
PrepositionalPhrase	is a Prepositional Phrase
Time	is a Time
VerbPhrase	is a Verb Phrase / Verb Group

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
RangeRole Enumeration

The role a particular range of text plays in a larger enclosing text.

```
Public Enum RangeRole
```

```
public enum RangeRole
```

```
__value public enum RangeRole
```

```
public enum RangeRole
```

Members

Member name	Description
Accent	This word is spelled correctly except for an accent error.
AlternativeForm	This range is a simple alternative form, usually, but not always, significantly different in lexical form but still retaining the same meaning or intent as the original text range.
AutoReplaceForm	This is an auto-correction for the supplied range.
Capitalization	This word is spelled correctly except for a capitalization error.
CompoundSegment	This is a segment of a closed-compound.
CompoundWord	This is a closed-compound with segments.
Contraction	This is a word with one or more apostrophes and segments.
ContractionSegment	This is a segment of a contraction.
CorrectForm	This is a correction for the supplied range.
HyphenatedSegment	This is a segment of a hyphenated word.
HyphenatedWord	This is a word with one or more hyphens and segments.
Incorrect	This range has been marked as being incorrect.
NamedEntity	This is a named entity.
NormalizedForm	This is a normalized form of the input range, for instance a conversion of a date/time expression to canonical form.
Phrase	This is a phrase with segments.
PhraseSegment	This is a segment of a phrase or open-compound.
PreferredForm	This is the preferred form for the range, not necessarily a correction.
Repeated	This word is repeated and is not among the words

	allowed to repeat.
SimpleSegment	This is the most generic role a range can play, it is a generic segmentation for use in proximity search operations, highlighting, etc.
UnknownWord	This is a word not found in the lexicon.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

System.NaturalLanguage SecondaryRangeType Enumeration

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Enum SecondaryRangeType
```

```
public enum SecondaryRangeType
```

```
__value public enum SecondaryRangeType
```

```
public enum SecondaryRangeType
```

Remarks

The role a particular range of text plays in a larger enclosing text.

Members

Member name	Description
Cardinal	is a Cardinal number.
Century	is a Century
Currency	is a Currency amount
Day	is a Day
Definite	is a definite NP
EMail	is an EMail
Era	is an Era
FileName	is a FileName
FilePath	is a FilePath
Fractional	is a Fractional number
Indefinite	is an indefinite NP
Month	is a Month
None	None
Ordinal	is an Ordinal number.
Percentage	is a Percentage amount
Pronoun	is a pronoun
Proper	is a proper noun
Url	is a URL
Year	is a Year
Zone	is a Time Zone

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Segment Class

For a list of all members of this type, see Segment Members.

System.Object
  System.NaturalLanguage.Segment

```
Public Class Segment
```

```
public class Segment
```

```
public __gc class Segment
```

```
public class Segment
```

Remarks

The Segment Object

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Segment Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

Segment overview

Public Constructors

Segment	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
IsSurfaceString	
ToString	

Public Properties

Alternatives	Alternative tokenizations for this range
CharacterNormalizations	Alternate Character Strings (is this really different from Spelling Variations?)
Identifier	Lexical identifer for Segment
Inflections	Inflections of the token (plural, past, ...) IsComputingInflections must be on.
IsAbbreviation	Whether this token is a abbreviation
IsAdjective	May be an Adjective
IsAdverb	May be an Adverb
IsAuxiliaryVerb	May be an auxiliary verb.
IsCharacter	Character
IsConjunction	May be a Conjunction
IsEndPunctuation	Whether this token is sentence ending punctuation
IsFeminine	May be feminine gendered word.
IsFirstPerson	May be in the first person.
IsFutureTense	May be in the future tense.
IsInterjection	May be an Interjection
IsMasculine	May be masculine gendered word.
IsModalVerb	May be a modal verb.
IsNeuter	May be neuter gendered word.
IsNoun	May be a Noun
IsPastTense	May be in the past tense.
IsPlural	May be plural.
IsPreposition	May be a Preposition
IsPresentTense	May be in the present tense.
IsPronoun	May be a Pronoun
IsPunctuation	Whether this token is punctuation

IsSecondPerson	May be in the second person.
IsSingular	May be singular.
IsSmiley	Whether this token is a smiley
IsSpace	Whether this token is a space
IsThirdPerson	May be in the third person.
IsVerb	May be a Verb
Lemmas	Lemmas. IsComputingLemmas must be on.
PrimaryType	The primary type of this token.
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Range	Range covered in original text
Representations	Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.
Role	The role of this token.
SecondaryType	The secondary type of this token.
SpellingScore	Type of this token
SpellingVariations	Alternate Spellings
SubSegments	Sub segments of this range
Suggestions	Spelling Suggestions. IsCheckingSpelling must be on.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

Segment Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Segment Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public Segment();
```

```
public: Segment();
```

```
public function Segment();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Segment Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
IsSurfaceString	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

Segment Class | System.NaturalLanguage Namespace

System.NaturalLanguage
IsSurfaceString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function IsSurfaceString() As Boolean
```

```
public bool IsSurfaceString();
```

```
public: bool IsSurfaceString();
```

```
public function IsSurfaceString() : Boolean;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage Segment Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Alternatives	Alternative tokenizations for this range
CharacterNormalizations	Alternate Character Strings (is this really different from Spelling Variations?)
Identifier	Lexical identifer for Segment
Inflections	Inflections of the token (plural, past, ...) IsComputingInflections must be on.
IsAbbreviation	Whether this token is a abbreviation
IsAdjective	May be an Adjective
IsAdverb	May be an Adverb
IsAuxiliaryVerb	May be an auxiliary verb.
IsCharacter	Character
IsConjunction	May be a Conjunction
IsEndPunctuation	Whether this token is sentence ending punctuation
IsFeminine	May be feminine gendered word.
IsFirstPerson	May be in the first person.
IsFutureTense	May be in the future tense.
IsInterjection	May be an Interjection
IsMasculine	May be masculine gendered word.
IsModalVerb	May be a modal verb.
IsNeuter	May be neuter gendered word.
IsNoun	May be a Noun
IsPastTense	May be in the past tense.
IsPlural	May be plural.
IsPreposition	May be a Preposition
IsPresentTense	May be in the present tense.
IsPronoun	May be a Pronoun
IsPunctuation	Whether this token is punctuation
IsSecondPerson	May be in the second person.
IsSingular	May be singular.
IsSmiley	Whether this token is a smiley
IsSpace	Whether this token is a space
IsThirdPerson	May be in the third person.
IsVerb	May be a Verb
Lemmas	Lemmas. IsComputingLemmas must be on.
PrimaryType	The primary type of this token.
Properties	The keys for this dictionary are the names of the properties, the value are strings.

Range	Range covered in original text
Representations	Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.
Role	The role of this token.
SecondaryType	The secondary type of this token.
SpellingScore	Type of this token
SpellingVariations	Alternate Spellings
SubSegments	Sub segments of this range
Suggestions	Spelling Suggestions. IsCheckingSpelling must be on.

See Also

Segment Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Alternatives Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Alternative tokenizations for this range

```
Public ReadOnly Property Alternatives() As IList
```

```
public IList Alternatives {get;}
```

```
public: __property IList get_Alternatives();
```

```
public function get Alternatives() : IList;
```

Property Value

Alternative tokenizations for this range

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage CharacterNormalizations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Alternate Character Strings (is this really different from Spelling Variations?)

```
Public ReadOnly Property CharacterNormalizations() As IList
```

```
public IList CharacterNormalizations {get;}
```

```
public: __property IList get_CharacterNormalizations();
```

```
public function get CharacterNormalizations() : IList;
```

Property Value

Alternate Character Strings (is this really different from Spelling Variations?)

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Identifier Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Lexical identifer for Segment

```
Public ReadOnly Property Identifier() As LexicalIdentifier
```

```
public LexicalIdentifier Identifier {get;}
```

```
public: __property LexicalIdentifier get_Identifier();
```

```
public function get Identifier() : LexicalIdentifier;
```

Property Value

Lexical identifer for Segment

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage Inflections Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Inflections of the token (plural, past, ...) IsComputingInflections must be on.

```
Public ReadOnly Property Inflections() As IList
```

```
public IList Inflections {get;}
```

```
public: __property IList get_Inflections();
```

```
public function get Inflections() : IList;
```

Property Value

Inflections of the token (plural, past, ...) IsComputingInflections must be on.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsAbbreviation Property

Whether this token is a abbreviation

```
Public ReadOnly Property IsAbbreviation() As Boolean
```

```
public bool IsAbbreviation {get;}
```

```
public: __property bool get_IsAbbreviation();
```

```
public function get IsAbbreviation() : Boolean;
```

Property Value

Whether this token is a abbreviation

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
IsAdjective Property

May be an Adjective

```
Public ReadOnly Property IsAdjective() As Boolean
```

```
public bool IsAdjective {get;}
```

```
public: __property bool get_IsAdjective();
```

```
public function get IsAdjective() : Boolean;
```

Property Value

May be an Adjective

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsAdverb Property

May be an Adverb

```
Public ReadOnly Property IsAdverb() As Boolean
```

```
public bool IsAdverb {get;}
```

```
public: __property bool get_IsAdverb();
```

```
public function get IsAdverb() : Boolean;
```

Property Value

May be an Adverb

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsAuxiliaryVerb Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be an auxiliary verb.

```
Public ReadOnly Property IsAuxiliaryVerb() As Boolean
```

```
public bool IsAuxiliaryVerb {get;}
```

```
public: __property bool get_IsAuxiliaryVerb();
```

```
public function get IsAuxiliaryVerb() : Boolean;
```

Property Value

May be an auxiliary verb.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsCharacter Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Character

```
Public ReadOnly Property IsCharacter() As Boolean
```

```
public bool IsCharacter {get;}
```

```
public: __property bool get_IsCharacter();
```

```
public function get IsCharacter() : Boolean;
```

Property Value

Character

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsConjunction Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be a Conjunction

```
Public ReadOnly Property IsConjunction() As Boolean
```

```
public bool IsConjunction {get;}
```

```
public: __property bool get_IsConjunction();
```

```
public function get IsConjunction() : Boolean;
```

Property Value

May be a Conjunction

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsEndPunctuation Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Whether this token is sentence ending punctuation

```
Public ReadOnly Property IsEndPunctuation() As Boolean
```

```
public bool IsEndPunctuation {get;}
```

```
public: __property bool get_IsEndPunctuation();
```

```
public function get IsEndPunctuation() : Boolean;
```

Property Value

Whether this token is sentence ending punctuation

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsFeminine Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be feminine gendered word.

```
Public ReadOnly Property IsFeminine() As Boolean
```

```
public bool IsFeminine {get;}
```

```
public: __property bool get_IsFeminine();
```

```
public function get IsFeminine() : Boolean;
```

Property Value

May be feminine gendered word.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsFirstPerson Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be in the first person.

```
Public ReadOnly Property IsFirstPerson() As Boolean
```

```
public bool IsFirstPerson {get;}
```

```
public: __property bool get_IsFirstPerson();
```

```
public function get IsFirstPerson() : Boolean;
```

Property Value

May be in the first person.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsFutureTense Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be in the future tense.

```
Public ReadOnly Property IsFutureTense() As Boolean
```

```
public bool IsFutureTense {get;}
```

```
public: __property bool get_IsFutureTense();
```

```
public function get IsFutureTense() : Boolean;
```

Property Value

May be in the future tense.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsInterjection Property

May be an Interjection

```
Public ReadOnly Property IsInterjection() As Boolean
```

```
public bool IsInterjection {get;}
```

```
public: __property bool get_IsInterjection();
```

```
public function get IsInterjection() : Boolean;
```

Property Value

May be an Interjection

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
IsMasculine Property

May be masculine gendered word.

```
Public ReadOnly Property IsMasculine() As Boolean
```

```
public bool IsMasculine {get;}
```

```
public: __property bool get_IsMasculine();
```

```
public function get IsMasculine() : Boolean;
```

Property Value

May be masculine gendered word.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsModalVerb Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be a modal verb.

```
Public ReadOnly Property IsModalVerb() As Boolean
```

```
public bool IsModalVerb {get;}
```

```
public: __property bool get_IsModalVerb();
```

```
public function get IsModalVerb() : Boolean;
```

Property Value

May be a modal verb.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsNeuter Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be neuter gendered word.

```
Public ReadOnly Property IsNeuter() As Boolean
```

```
public bool IsNeuter {get;}
```

```
public: __property bool get_IsNeuter();
```

```
public function get IsNeuter() : Boolean;
```

Property Value

May be neuter gendered word.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsNoun Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be a Noun

```
Public ReadOnly Property IsNoun() As Boolean
```

```
public bool IsNoun {get;}
```

```
public: __property bool get_IsNoun();
```

```
public function get IsNoun() : Boolean;
```

Property Value

May be a Noun

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsPastTense Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be in the past tense.

```
Public ReadOnly Property IsPastTense() As Boolean
```

```
public bool IsPastTense {get;}
```

```
public: __property bool get_IsPastTense();
```

```
public function get IsPastTense() : Boolean;
```

Property Value

May be in the past tense.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsPlural Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be plural.

```
Public ReadOnly Property IsPlural() As Boolean
```

```
public bool IsPlural {get;}
```

```
public: __property bool get_IsPlural();
```

```
public function get IsPlural() : Boolean;
```

Property Value

May be plural.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsPreposition Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be a Preposition

```
Public ReadOnly Property IsPreposition() As Boolean
```

```
public bool IsPreposition {get;}
```

```
public: __property bool get_IsPreposition();
```

```
public function get IsPreposition() : Boolean;
```

Property Value

May be a Preposition

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsPresentTense Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be in the present tense.

```
Public ReadOnly Property IsPresentTense() As Boolean
```

```
public bool IsPresentTense {get;}
```

```
public: __property bool get_IsPresentTense();
```

```
public function get IsPresentTense() : Boolean;
```

Property Value

May be in the present tense.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsPronoun Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be a Pronoun

```
Public ReadOnly Property IsPronoun() As Boolean
```

```
public bool IsPronoun {get;}
```

```
public: __property bool get_IsPronoun();
```

```
public function get IsPronoun() : Boolean;
```

Property Value

May be a Pronoun

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsPunctuation Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Whether this token is punctuation

```
Public ReadOnly Property IsPunctuation() As Boolean
```

```
public bool IsPunctuation {get;}
```

```
public: __property bool get_IsPunctuation();
```

```
public function get IsPunctuation() : Boolean;
```

Property Value

Whether this token is punctuation

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsSecondPerson Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be in the second person.

```
Public ReadOnly Property IsSecondPerson() As Boolean
```

```
public bool IsSecondPerson {get;}
```

```
public: __property bool get_IsSecondPerson();
```

```
public function get IsSecondPerson() : Boolean;
```

Property Value

May be in the second person.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
IsSingular Property

May be singular.

```
Public ReadOnly Property IsSingular() As Boolean
```

```
public bool IsSingular {get;}
```

```
public: __property bool get_IsSingular();
```

```
public function get IsSingular() : Boolean;
```

Property Value

May be singular.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsSmiley Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Whether this token is a smiley

```
Public ReadOnly Property IsSmiley() As Boolean
```

```
public bool IsSmiley {get;}
```

```
public: __property bool get_IsSmiley();
```

```
public function get IsSmiley() : Boolean;
```

Property Value

Whether this token is a smiley

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage IsSpace Property

Whether this token is a space

```
Public ReadOnly Property IsSpace() As Boolean
```

```
public bool IsSpace {get;}
```

```
public: __property bool get_IsSpace();
```

```
public function get IsSpace() : Boolean;
```

Property Value

Whether this token is a space

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsThirdPerson Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be in the third person.

```
Public ReadOnly Property IsThirdPerson() As Boolean
```

```
public bool IsThirdPerson {get;}
```

```
public: __property bool get_IsThirdPerson();
```

```
public function get IsThirdPerson() : Boolean;
```

Property Value

May be in the third person.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsVerb Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

May be a Verb

```
Public ReadOnly Property IsVerb() As Boolean
```

```
public bool IsVerb {get;}
```

```
public: __property bool get_IsVerb();
```

```
public function get IsVerb() : Boolean;
```

Property Value

May be a Verb

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Lemmas Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Lemmas. IsComputingLemmas must be on.

```
Public ReadOnly Property Lemmas() As IList
```

```
public IList Lemmas {get;}
```

```
public: __property IList get_Lemmas();
```

```
public function get Lemmas() : IList;
```

Property Value

Lemmas. IsComputingLemmas must be on.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage PrimaryType Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The primary type of this token.

```
Public ReadOnly Property PrimaryType() As PrimaryRangeType
```

```
public PrimaryRangeType PrimaryType {get;}
```

```
public: __property PrimaryRangeType get_PrimaryType();
```

```
public function get PrimaryType() : PrimaryRangeType;
```

Property Value

The primary type of this token.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage Properties Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The keys for this dictionary are the names of the properties, the value are strings.

```
Public Property Properties() As IDictionary
```

```
public IDictionary Properties {get; set;}
```

```
public: __property IDictionary get_Properties();
public: __property void set_Properties(
         IDictionary value
);
```

```
public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

The keys for this dictionary are the names of the properties, the value are strings.

Remarks

A list of named dynamic properties associated with this token.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Range Property

Range covered in original text

```
Public ReadOnly Property Range() As TextRange
```

```
public TextRange Range {get;}
```

```
public: __property TextRange get_Range();
```

```
public function get Range() : TextRange;
```

Property Value

Range covered in original text

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage Representations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.

```
Public ReadOnly Property Representations() As IList
```

```
public IList Representations {get;}
```

```
public: __property IList get_Representations();
```

```
public function get Representations() : IList;
```

Property Value

Standard methods for representing the data in the token. For example a date might be YY1952MM08DD31.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Role Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The role of this token.

```
Public ReadOnly Property Role() As RangeRole
```

```
public RangeRole Role {get;}
```

```
public: __property RangeRole get_Role();
```

```
public function get Role() : RangeRole;
```

Property Value

The role of this token.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage SecondaryType Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The secondary type of this token.

```
Public ReadOnly Property SecondaryType() As SecondaryRangeType
```

```
public SecondaryRangeType SecondaryType {get;}
```

```
public: __property SecondaryRangeType get_SecondaryType();
```

```
public function get SecondaryType() : SecondaryRangeType;
```

Property Value

The secondary type of this token.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
SpellingScore Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Type of this token

```
Public ReadOnly Property SpellingScore() As Integer
```

```
public int SpellingScore {get;}
```

```
public: __property int get_SpellingScore();
```

```
public function get SpellingScore() : int;
```

Property Value

Type of this token

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage SpellingVariations Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Alternate Spellings

```
Public ReadOnly Property SpellingVariations() As IList
```

```
public IList SpellingVariations {get;}
```

```
public: __property IList get_SpellingVariations();
```

```
public function get SpellingVariations() : IList;
```

Property Value

Alternate Spellings

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
SubSegments Property

Sub segments of this range

```
Public ReadOnly Property SubSegments() As IList
```

```
public IList SubSegments {get;}
```

```
public: __property IList get_SubSegments();
```

```
public function get SubSegments() : IList;
```

Property Value

Sub segments of this range

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Suggestions Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Spelling Suggestions. IsCheckingSpelling must be on.

```
Public ReadOnly Property Suggestions() As IList
```

```
public IList Suggestions {get;}
```

```
public: __property IList get_Suggestions();
```

```
public function get Suggestions() : IList;
```

Property Value

Spelling Suggestions. IsCheckingSpelling must be on.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Segment Class | Segment Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Sentence Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

For a list of all members of this type, see Sentence Members.

System.Object
  System.NaturalLanguage.Sentence

```
Public Class Sentence
```

```
public class Sentence
```

```
public __gc class Sentence
```

```
public class Sentence
```

Remarks

The text object contains the input text (or stream) and all the results of the analysis to fulfill client requests. It has methods to give the client results of various analyses. It is a container for the sentences that the input text divides into. The client may either specify input language - or have NLDP determine the language using language auto detection (LAD).

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Sentence Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

Sentence overview

Public Constructors

Sentence	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Culture	The Culture Information for this sentence.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is false.
IsEndOfParagraph	Is this sentence the last one in the paragraph.
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Range	Range covered in original text by this sentence
Segments	The primary tokenization for this sentence.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

Sentence Class | System.NaturalLanguage Namespace

System.NaturalLanguage Sentence Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public Sentence();
```

```
public: Sentence();
```

```
public function Sentence();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Sentence Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

Sentence Class | System.NaturalLanguage Namespace

System.NaturalLanguage
ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Sentence Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Culture	The Culture Information for this sentence.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is false.
IsEndOfParagraph	Is this sentence the last one in the paragraph.
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Range	Range covered in original text by this sentence
Segments	The primary tokenization for this sentence.

See Also

Sentence Class | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Culture Property

The Culture Information for this sentence.

```
Public ReadOnly Property Culture() As CultureInfo
```

```
public CultureInfo Culture {get;}
```

```
public: __property CultureInfo get_Culture();
```

```
public function get Culture() : CultureInfo;
```

Property Value

The Culture Information for this sentence.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage IsCultureReliable Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is false.

```
Public ReadOnly Property IsCultureReliable() As Boolean
```

```
public bool IsCultureReliable {get;}
```

```
public: __property bool get_IsCultureReliable();
```

```
public function get IsCultureReliable() : Boolean;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsEndOfParagraph Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Is this sentence the last one in the paragraph.

```
Public ReadOnly Property IsEndOfParagraph() As Boolean
```

```
public bool IsEndOfParagraph {get;}
```

```
public: __property bool get_IsEndOfParagraph();
```

```
public function get IsEndOfParagraph() : Boolean;
```

Property Value

Is this sentence the last one in the paragraph.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage Properties Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The keys for this dictionary are the names of the properties, the value are strings.

```
Public Property Properties() As IDictionary
```

```
public IDictionary Properties {get; set;}
```

```
public: __property IDictionary get_Properties();
public: __property void set_Properties(
         IDictionary value
);
```

```
public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

The keys for this dictionary are the names of the properties, the value are strings.

Remarks

A list of named dynamic properties associated with this sentence.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Range Property

Range covered in original text by this sentence

```
Public ReadOnly Property Range() As TextRange
```

```
public TextRange Range {get;}
```

```
public: __property TextRange get_Range();
```

```
public function get Range() : TextRange;
```

Property Value

Range covered in original text by this sentence

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Segments Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The primary tokenization for this sentence.

```
Public ReadOnly Property Segments() As IList
```

```
public IList Segments {get;}
```

```
public: __property IList get_Segments();
```

```
public function get Segments() : IList;
```

Property Value

The primary tokenization for this sentence.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

Sentence Class | Sentence Members | System.NaturalLanguage Namespace

Language: (Show All) ☑
See Also: (Select...) ☑
Style: Traditional ☑

System.NaturalLanguage TextChunk Class

For a list of all members of this type, see TextChunk Members.

System.Object
System.NaturalLanguage.TextChunk

```
Public Class TextChunk
```

```
public class TextChunk
```

```
public __gc class TextChunk
```

```
public class TextChunk
```

Remarks

The text object contains the input text (or stream) and all the results of the analysis to fulfill client requests. It has methods to give the client results of various analyses. It is a container for the sentences that the input text divides into. The client may either specify input language - or have NLDP determine the language using language auto detection (LAD).

For stream input, use one of the process methods. The process method that uses string buffers is compatible with CLS languages such as C# and VB. The other process method performs better but is not CLS compliant..

By default, the TextChunk is in single sentence mode. We process one sentence at a time - each time we process a sentence, we overwrite the previous sentence. If we select MultipleSentenceMode (explicitly or implicitly), we keep all the sentences as separate objects.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Members | System.NaturalLanguage Namespace

Language: (Show All) ▼
See Also: (Select...) ▼
Style: Traditional ▼

System.NaturalLanguage TextChunk Members

TextChunk overview

Public Constructors

TextChunk	

Public Methods

Equals (inherited from **Object**)	
GetEnumerator	Enables Enumerator with serial access to sentences. Unless you have set MultipleSentenceMode, the sentence you retrieve from this enumerator is always the same one - but the contents have updated to reflect the next sentence.
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	Gives the same result as the InputText property

Public Properties

Context	Returns the Context object this object is bound to. Text chunks are always bound to a context. The cotnext is used to determine how and what analysis operations are performed.
Culture	The CultureInfo for this text. Setting an explict CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SIngleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.
InputArray	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
InputText	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is true.
IsMultipleSentenceMode	Handle more than once sentence at a time
IsReusingObjects	Handle more than once sentence at a time
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Sentences	This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TextChunk Class | System.NaturalLanguage Namespace

System.NaturalLanguage
TextChunk Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

Overload List

TextChunk ()	
TextChunk (Context)	

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
TextChunk Constructor

```
Public Sub New()
```

```
public TextChunk();
```

```
public: TextChunk();
```

```
public function TextChunk();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
TextChunk Constructor

```
Public Sub New( _
         ByVal parent As Context _
)
```

```
public TextChunk(
         Context parent
);
```

```
public: TextChunk(
         Context parent
);
```

```
public function TextChunk(
         parent : Context
);
```

Parameters

parent

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage TextChunk Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetEnumerator	Enables Enumerator with serial access to sentences. Unless you have set MultipleSentenceMode, the sentence you retrieve from this enumerator is always the same one - but the contents have updated to reflect the next sentence.
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	Gives the same result as the InputText property

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TextChunk Class | System.NaturalLanguage Namespace

System.NaturalLanguage GetEnumerator Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

Enables Enumerator with serial access to sentences. Unless you have set MultipleSentenceMode, the sentence you retrieve from this enumerator is always the same one - but the contents have updated to reflect the next sentence.

```
Public Function GetEnumerator() As IEnumerator
```

```
public IEnumerator GetEnumerator();
```

```
public: IEnumerator GetEnumerator();
```

```
public function GetEnumerator() : IEnumerator;
```

Remarks

Fetch sentence enumerator

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
ToString Method

Gives the same result as the InputText property

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TextChunk Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Context	Returns the Context object this object is bound to. Text chunks are always bound to a context. The cotnext is used to determine how and what analysis operations are performed.
Culture	The CultureInfo for this text. Setting an explict CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SIngleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.
InputArray	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
InputText	Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.
IsCultureReliable	whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is true.
IsMultipleSentenceMode	Handle more than once sentence at a time
IsReusingObjects	Handle more than once sentence at a time
Properties	The keys for this dictionary are the names of the properties, the value are strings.
Sentences	This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.

See Also

TextChunk Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Context Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Returns the Context object this object is bound to. Text chunks are always bound to a context. The cotnext is used to determine how and what analysis operations are performed.

```
Public ReadOnly Property Context() As Context
```

```
public Context Context {get;}
```

```
public: __property Context get_Context();
```

```
public function get Context() : Context;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Culture Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The CultureInfo for this text. Setting an explict CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SIngleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.

```
Public Property Culture() As CultureInfo
```

```
public CultureInfo Culture {get; set;}
```

```
public: __property CultureInfo get_Culture();
public: __property void set_Culture(
         CultureInfo value
);
```

```
public function get Culture() : CultureInfo;
public function set Culture(CultureInfo);
```

Property Value

The CultureInfo for this text. Setting an explict CultureInfo tells NLDP that you know what language the InputText is. Setting it to null (the default) causes NLDP to figure out the input language. The SingleLanguage property in Context determines the behaviour of getting Culture. If SIngleLanguage is false, you get whatever you set it to (null if you never set it). If SingleLanguage is true, you get the language that NLDP determines for this TextChunk.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
InputArray Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

```
Public Property InputArray() As Char()
```

```
public char[] InputArray {get; set;}
```

```
public: __property __char_t __gc[] get_InputArray();
public: __property void set_InputArray(
         __char_t value __gc[]
);
```

```
public function get InputArray() : Char[];
public function set InputArray(Char[]);
```

Property Value

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

Remarks

Text associated with this object

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
InputText Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

```
Public Property InputText() As String
```

```
public string InputText {get; set;}
```

```
public: __property String get_InputText();
public: __property void set_InputText(
         String value
);
```

```
public function get InputText() : String;
public function set InputText(String);
```

Property Value

Sets the text associated with this TextChunk object. Getting the text merely returns what was already set. Getting the text may be expensive if the client uses GetText (below) to set the input string.

Remarks

Text associated with this object

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsCultureReliable Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

whether language identification produced a reliable indication of the language for this TextChunk. This property only has meaning if Culture is NULL (enable language identification) and IsSingleLanguage is true.

```
Public ReadOnly Property IsCultureReliable() As Boolean
```

```
public bool IsCultureReliable {get;}
```

```
public: __property bool get_IsCultureReliable();
```

```
public function get IsCultureReliable() : Boolean;
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsMultipleSentenceMode Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Handle more than once sentence at a time

```
Public Property IsMultipleSentenceMode() As Boolean
```

```
public bool IsMultipleSentenceMode {get; set;}
```

```
public: __property bool get_IsMultipleSentenceMode();
public: __property void set_IsMultipleSentenceMode(
         bool value
);
```

```
public function get IsMultipleSentenceMode() : Boolean;
public function set IsMultipleSentenceMode(Boolean);
```

Property Value

Handle more than once sentence at a time

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
IsReusingObjects Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Handle more than once sentence at a time

```
Public Property IsReusingObjects() As Boolean
```

```
public bool IsReusingObjects {get; set;}
```

```
public: __property bool get_IsReusingObjects();
public: __property void set_IsReusingObjects(
        bool value
);
```

```
public function get IsReusingObjects() : Boolean;
public function set IsReusingObjects(Boolean);
```

Property Value

Handle more than once sentence at a time

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage Properties Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The keys for this dictionary are the names of the properties, the value are strings.

```
Public Property Properties() As IDictionary
```

```
public IDictionary Properties {get; set;}
```

```
public: __property IDictionary get_Properties();
public: __property void set_Properties(
        IDictionary value
);
```

```
public function get Properties() : IDictionary;
public function set Properties(IDictionary);
```

Property Value

The keys for this dictionary are the names of the properties, the value are strings.

Remarks

A list of named dynamic properties associated with this text chunk.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Sentences Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.

```
Public ReadOnly Property Sentences() As IList
```

```
public IList Sentences {get;}
```

```
public: __property IList get_Sentences();
```

```
public function get Sentences() : IList;
```

Property Value

This is a list of sentences that have been processed so far. This list is only available when the multiple sentence mode switch is true.

Remarks

The list of currently processed sentences.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextChunk Class | TextChunk Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
TextRange Structure

The value of elements of type TypeRange

For a list of all members of this type, see TextRange Members.

```
Public Structure TextRange
```

```
public struct TextRange
```

```
public __value struct TextRange
```

```
In JScript, you can use the structures in the .NET Framework, but you cannot define your own.
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextRange Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TextRange Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

TextRange overview

Public Methods

Equals (inherited from **ValueType**)	
GetHashCode (inherited from **ValueType**)	
GetType (inherited from **Object**)	
ToString (inherited from **ValueType**)	

Public Properties

Length	Length of this entry
Start	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TextRange Structure | System.NaturalLanguage Namespace

System.NaturalLanguage
TextRange Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **ValueType**)	
GetHashCode (inherited from **ValueType**)	
GetType (inherited from **Object**)	
ToString (inherited from **ValueType**)	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TextRange Structure | System.NaturalLanguage Namespace

System.NaturalLanguage
TextRange Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Length	Length of this entry
Start	

See Also

TextRange Structure | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Length Property

Length of this entry

```
Public Property Length() As Integer
```

```
public int Length {get; set;}
```

```
public: __property int get_Length();
public: __property void set_Length(
        int value
);
```

```
public function get Length() : int;
public function set Length(int);
```

Property Value

Length of this entry

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextRange Structure | TextRange Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Start Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Property Start() As Integer
```

```
public int Start {get; set;}
```

```
public: __property int get_Start();
public: __property void set_Start(
        int value
);
```

```
public function get Start() : int;
public function set Start(int);
```

Property Value

Start Position in Current Text Object

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TextRange Structure | TextRange Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeLength Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

The type that models time lengths, such as [two weeks] or [5 hours, 2 minutes]

For a list of all members of this type, see TimeLength Members.

System.Object
System.NaturalLanguage.TimeLength

```
Public Class TimeLength
```

```
public class TimeLength
```

```
public __gc class TimeLength
```

```
public class TimeLength
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeLength Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

TimeLength overview

Public Constructors

TimeLength	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Additional	Used to chain together multiple TimeLength objects to model, e.g., [two months and 3 days]
Amount	The amount.
OtherUnit	A string representation of the time unit for those expressions that are not in the TimeUnit enum.
Qualifier	A qualifier.
Unit	The unit of the offset.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TimeLength Class | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeLength Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public TimeLength();
```

```
public: TimeLength();
```

```
public function TimeLength();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeLength Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TimeLength Class | System.NaturalLanguage Namespace

System.NaturalLanguage
ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeLength Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Additional	Used to chain together multiple TimeLength objects to model, e.g., [two months and 3 days]
Amount	The amount.
OtherUnit	A string representation of the time unit for those expressions that are not in the TimeUnit enum.
Qualifier	A qualifier.
Unit	The unit of the offset.

See Also

TimeLength Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Additional Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

Used to chain together multiple TimeLength objects to model, e.g., [two months and 3 days]

```
Public Property Additional() As TimeLength
```

```
public TimeLength Additional {get; set;}
```

```
public: __property TimeLength get_Additional();
public: __property void set_Additional(
        TimeLength value
);
```

```
public function get Additional() : TimeLength;
public function set Additional(TimeLength);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage Amount Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The amount.

```
Public Property Amount() As Double
```

```
public double Amount {get; set;}
```

```
public: __property double get_Amount();
public: __property void set_Amount(
         double value
);
```

```
public function get Amount() : double;
public function set Amount(double);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage OtherUnit Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

A string representation of the time unit for those expressions that are not in the TimeUnit enum.

```
Public Property OtherUnit() As String
```

```
public string OtherUnit {get; set;}
```

```
public: __property String get_OtherUnit();
public: __property void set_OtherUnit(
        String value
);
```

```
public function get OtherUnit() : String;
public function set OtherUnit(String);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage
Qualifier Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

A qualifier.

```
Public Property Qualifier() As TimeLengthQualifier
```

```
public TimeLengthQualifier Qualifier {get; set;}
```

```
public: __property TimeLengthQualifier get_Qualifier();
public: __property void set_Qualifier(
        TimeLengthQualifier value
);
```

```
public function get Qualifier() : TimeLengthQualifier;
public function set Qualifier(TimeLengthQualifier);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
Unit Property

The unit of the offset.

```
Public Property Unit() As TimeUnit
```

```
public TimeUnit Unit {get; set;}
```

```
public: __property TimeUnit get_Unit();
public: __property void set_Unit(
        TimeUnit value
);
```

```
public function get Unit() : TimeUnit;
public function set Unit(TimeUnit);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeLength Class | TimeLength Members | System.NaturalLanguage Namespace

System.NaturalLanguage TimeLengthQualifier Enumeration

Language: (Show All)
See Also: (Select...)
Style: Traditional

Qualifies TimeLengths

```
Public Enum TimeLengthQualifier
```

```
public enum TimeLengthQualifier
```

```
__value public enum TimeLengthQualifier
```

```
public enum TimeLengthQualifier
```

Members

Member name	Description
AtLeast	At Least
AtMost	At Most
LessThan	Less Than
MoreThan	More Than
None	None
Precisely	Precisely

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

System.NaturalLanguage
TimePoint Class

Language: (Show All)
See Also: (Select...)
Style: Traditional

A time point expressed at some granularity (precision)

For a list of all members of this type, see TimePoint Members.

System.Object
  System.NaturalLanguage.TimePoint

```
Public Class TimePoint
```

```
public class TimePoint
```

```
public __gc class TimePoint
```

```
public class TimePoint
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimePoint Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage
TimePoint Members

TimePoint overview

Public Constructors

TimePoint	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Base	The BaseTime that arrives at a particular instant.
Granularity	The granularity (precision)

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TimePoint Class | System.NaturalLanguage Namespace

System.NaturalLanguage
TimePoint Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public TimePoint();
```

```
public: TimePoint();
```

```
public function TimePoint();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimePoint Class | TimePoint Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage TimePoint Methods

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TimePoint Class | System.NaturalLanguage Namespace

System.NaturalLanguage ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimePoint Class | TimePoint Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage TimePoint Properties

Public Properties

Base	The BaseTime that arrives at a particular instant.
Granularity	The granularity (precision)

See Also

TimePoint Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Base Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The BaseTime that arrives at a particular instant.

```
Public Property Base() As BaseTime
```

```
public BaseTime Base {get; set;}
```

```
public: __property BaseTime get_Base();
public: __property void set_Base(
          BaseTime value
);
```

```
public function get Base() : BaseTime;
public function set Base(BaseTime);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimePoint Class | TimePoint Members | System.NaturalLanguage Namespace

System.NaturalLanguage Granularity Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The granularity (precision)

```
Public Property Granularity() As TimeUnit
```

```
public TimeUnit Granularity {get; set;}
```

```
public: __property TimeUnit get_Granularity();
public: __property void set_Granularity(
        TimeUnit value
);
```

```
public function get Granularity() : TimeUnit;
public function set Granularity(TimeUnit);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimePoint Class | TimePoint Members | System.NaturalLanguage Namespace

Language: (Show All)
See Also: (Select...)
Style: Traditional

System.NaturalLanguage TimeRepresentation Class

The type used to normalize natural language time expressions

For a list of all members of this type, see TimeRepresentation Members.

System.Object
System.NaturalLanguage.TimeRepresentation

```
Public Class TimeRepresentation
```

```
public class TimeRepresentation
```

```
public __gc class TimeRepresentation
```

```
public class TimeRepresentation
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage TimeRepresentation Members

Language: (Show All)
See Also: (Select...)
Style: Traditional

TimeRepresentation overview

Public Constructors

TimeRepresentation	

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Public Properties

Duration	The amount of time in a duration without specified start or end times.
EndTime	The end time in an interval.
Recurrence	The amount of time between recurrences of a recurring event.
StartTime	The start time in an interval.

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TimeRepresentation Class | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeRepresentation Constructor

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Sub New()
```

```
public TimeRepresentation();
```

```
public: TimeRepresentation();
```

```
public function TimeRepresentation();
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Class | TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage TimeRepresentation Methods

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Methods

Equals (inherited from **Object**)	
GetHashCode (inherited from **Object**)	
GetType (inherited from **Object**)	
ToString	

Protected Methods

Finalize (inherited from **Object**)	
MemberwiseClone (inherited from **Object**)	

See Also

TimeRepresentation Class | System.NaturalLanguage Namespace

System.NaturalLanguage ToString Method

Language: (Show All)
See Also: (Select...)
Style: Traditional

```
Public Function ToString() As String
```

```
public string ToString();
```

```
public: String ToString();
```

```
public function ToString() : String;
```

Remarks

Gives a one-line representation of the object.

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Class | TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage TimeRepresentation Properties

Language: (Show All)
See Also: (Select...)
Style: Traditional

Public Properties

Duration	The amount of time in a duration without specified start or end times.
EndTime	The end time in an interval.
Recurrence	The amount of time between recurrences of a recurring event.
StartTime	The start time in an interval.

See Also

TimeRepresentation Class | System.NaturalLanguage Namespace

System.NaturalLanguage
Duration Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The amount of time in a duration without specified start or end times.

```
Public Property Duration() As TimeLength
```

```
public TimeLength Duration {get; set;}
```

```
public: __property TimeLength get_Duration();
public: __property void set_Duration(
         TimeLength value
);
```

```
public function get Duration() : TimeLength;
public function set Duration(TimeLength);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Class | TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage
EndTime Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The end time in an interval.

```
Public Property EndTime() As TimePoint
```

```
public TimePoint EndTime {get; set;}
```

```
public: __property TimePoint get_EndTime();
public: __property void set_EndTime(
        TimePoint value
);
```

```
public function get EndTime() : TimePoint;
public function set EndTime(TimePoint);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Class | TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage Recurrence Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The amount of time between recurrences of a recurring event.

```
Public Property Recurrence() As TimeLength
```

```
public TimeLength Recurrence {get; set;}
```

```
public: __property TimeLength get_Recurrence();
public: __property void set_Recurrence(
        TimeLength value
);
```

```
public function get Recurrence() : TimeLength;
public function set Recurrence(TimeLength);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Class | TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage StartTime Property

Language: (Show All)
See Also: (Select...)
Style: Traditional

The start time in an interval.

```
Public Property StartTime() As TimePoint
```

```
public TimePoint StartTime {get; set;}
```

```
public: __property TimePoint get_StartTime();
public: __property void set_StartTime(
        TimePoint value
);
```

```
public function get StartTime() : TimePoint;
public function set StartTime(TimePoint);
```

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

TimeRepresentation Class | TimeRepresentation Members | System.NaturalLanguage Namespace

System.NaturalLanguage
TimeUnit Enumeration

Language: (Show All)
See Also: (Select...)
Style: Traditional

Common time units.

```
Public Enum TimeUnit
```

```
public enum TimeUnit
```

```
__value public enum TimeUnit
```

```
public enum TimeUnit
```

Members

Member name	Description
Afternoons	Afternoon
Aprils	Aprils
Augusts	Augusts
Autumns	Autumns
Centuries	Centuries
Days	Days
Decades	Decades
Decembers	Decembers
Evenings	Evening
Februaries	Februaries
Fridays	Fridays
Hours	Hours
Instants	Infinitesimally small units -- used when you are claiming no particular unit.
Januaries	Januaries
Julys	Julys
Junes	Junes
Marches	Marches
Mays	Mays
Millennia	Millennia
Minutes	Minutes
Mondays	Mondays
Months	Months

Mornings	Morning
Nights	Night
Novembers	Novembers
Octobers	Octobers
Other	Used for time units which are recognized as so, but are not common enough to include in this enum. Such time units will appear as strings.
Quarters	Quarters
Saturdays	Saturdays
Seasons	Seasons
Seconds	Seconds
Septembers	Septembers
Springs	Springs
Summers	Summers
Sundays	Sundays
Thursdays	Thursdays
Tuesdays	Tuesdays
Wednesdays	Wednesdays
Weeks	Weeks
Winters	Winters
Years	Years

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace

System.NaturalLanguage Weekday Enumeration

Language: (Show All)
See Also: (Select...)
Style: Traditional

Weekdays

```
Public Enum Weekday
```

```
public enum Weekday
```

```
__value public enum Weekday
```

```
public enum Weekday
```

Members

Member name	Description
Friday	Friday
Monday	Monday
None	None
Saturday	Saturday
Sunday	Sunday
Thursday	Thursday
Tuesday	Tuesday
Wednesday	Wednesday

Requirements

Namespace: System.NaturalLanguage
Assembly: System.NaturalLanguage (system.naturallanguage.dll)

See Also

System.NaturalLanguage Namespace